

In accordance with the Article 109 of the Law on Games of Chance ("Official Gazette of RS" no. 18/2020) and the provisions of the Rulebook on the Detailed Conditions or Content of the Rules of Games of Chance ("Official Gazette of RS" no. 152/2020), the company HILLSIDE NEW MEDIA D.O.O. BEOGRAD, with registered seat in Belgrade at address 46 Hadži-Melentijeva Street, corporate ID number: 21988375, TIN: 114206830, represented by Alexander Mark Sefton, director, on 9 August 2024, in Belgrade renders the following:

RULES ON ORGANISING SPECIAL GAMES OF CHANCE THROUGH MEANS OF ELECTRONIC COMMUNICATION

The approved version of Rules on Organising Special Games of Chance inclusive of Sports and Games Product Rules, can be found [here](#).

GENERAL PROVISIONS

Article 1

1.1 By these Rules on Organising Special Games of Chance Through Means of Electronic Communication (hereinafter: the **"Rules"**) contractual relationship between the company HILLSIDE NEW MEDIA D.O.O. BEOGRAD, 46 Hadži-Melentijeva Street, Belgrade, company ID number: 21988375, TIN: 114206830 (hereinafter: the **"Organizer"** or **"bet365"**) and participants in the special games of chance through means of electronic communication is determined (hereinafter: the **"Player"**).

1.2 The Organizer organises games of chance for the entertainment of the Player, which allows him/her to make a profit depending on the chance or uncertain event.

1.3 The Organizer organizes games of chance through means of electronic communication on the Organizer's website and on the Organizer's mobile application.

DEFINITIONS

Article 2

2.1 Terms used in these Rules have the following meaning:

- **Antepost** or **Futures** betting refers to placing a bet on the outcome of an event in advance of its occurrence;

- **Bonuses** means bonuses, offers and/or promotions from time to time, including (without limitation) free bets, bet credits, spins, golden chips, cash prizes, store cards, rebates, cashback ;

- **Record Account** is the unique virtual account of the Player, which is an integral part of the Player Account, assigned by the Organizer in the Information system of the Organizer. All financial transactions and transactions related to Participation in special games of chance through means of electronic communication are recorded within the Record Account;

- **Error** refers to an mistake, error or omission that does not have to be exclusively of a technical nature (e.g. setting an incorrect odd by mistake, offering an incorrect price or incorrect conditions for participating in a promotion or opportunity to participate in special games of chance through means of electronic communication). Errors can be human, administrative, operational or in the form of a failure of the Information system of the Organizer, as well as a combination of all the above;

- **Player** has the meaning set out in Article 1;

- **Live games** are a type of special games of chance through means of electronic communication that are organized by (re)broadcasting, i.e. delayed or direct transmission of live games that Players play against the Organizer (roulette, blackjack, baccarat, etc.);

- **Information system of the Organizer** is the computer system of the Organizer by means of which the special games of chance through means of electronic communication are organized, and which enables the storing, archiving and exchanging of data electronically with the software solution of the Games of Chance Administration for the purpose of supervision;

- **Market** refers to a specific outcome available to bet on for a sporting or other event (or series of events). It outlines the possible selections a Player can place Transaction on. Each market has its own odds based on the likelihood of each outcome.

- **Player Account** is a personal electronic account of an individual Player in a special game of chance through means of electronic communication, which is created on the Information system of the Organizer during Player registration and whose access is protected by the Player's Username and Password;

- **Customer service** is the Player support service provided by the Organizer in accordance with the instructions on the website of the Organizer;

- **Username** is a unique combination of characters under which the Information system of the Organizer records the Player, and together with the Password may be used to access the Player Account;

- **Malfunction** is a situation in which an automated process ceases to function as designed and intended (e.g. when a piece of computer software deviates from intended specifications and performance parameters, or where two pieces of software fail to connect or communicate with each other as intended or designed, and in any case so as to produce a result other than that

intended or designed). Malfunctions may or may not be obvious to either the Organizer or the Player and may become evident only after later investigation and analysis of the settlement of payments/stakes/bets, match results, winnings or payouts.

- **Password** is a combination of numbers, letters and other characters known only to the Player and represents the confirmation of the Player's identity when accessing and using the Player Account;

- **Outright betting** is a type of bet placed on the overall winner of a specific event or competition, rather than on individual matches or rounds within that event. This form of betting is commonly used in tournaments and leagues;

- **Rules** has the meaning set out in Article 1;

- **Interruption** refers to interruptions in the Organizer's services related to participation in special games of chance through means of electronic communication for any reason (e.g. interruption caused by an internet shutdown or loss of connection, or due to a serious delay in communication or technical difficulties due to a disaster or other unforeseen event);

- **Organizer** has the meaning set out in Article 1;

- **Slots games** are type of special games of chance through means of electronic communication, and their outcome is determined by a Random Number Generator (RNG);

- **Current account** is the Player's transactional payment method to which funds are paid from his/her Record Account;

- **Transaction** means any bets, wagers, stakes and/or similar transactions made with the aim of participating in the special games of chance through means of electronic communication.

- **Participating in the special games of chance through means of electronic communication** is participating in games of chance via the internet, SMS, mobile application or other interactive devices and channels, through which the Player can play the game independently in interaction with the Organizer's information system, without immediate representative of the Organizer;

- **Website of the Organizer** is www.bet365.rs website and mobile application;

PLAYER REGISTRATION

Article 3

3.1 Contractual relations between the Organizer and the Player come into force upon registration of a Player Account through which the Player accepts the Rules.

3.2 After the Player's registration procedure has been carried out, it is considered that the Player accepts:

- these Rules;
- all game rules within individual games;
- all terms and conditions of promotions, Bonuses and special offers that can be found from time to time on the Website of the Organizer;
- all other conditions and rules published on Website of the Organizer;
- privacy policy and cookie policy of the Organizer;
- that by using the services on the Website of the Organizer, he/she can both win and lose money.

Social responsibility and responsible gambling

Article 4

4.1 The Organizer undertakes to ensure the implementation of the principles of social responsibility and responsible gambling in accordance with the law in organizing special games of chance through means of electronic communication, especially in the area of protection of minors, prevention of addiction among participants in games of chance, protection of personal data of the Players and prevention of money laundering and financing of terrorism.

Conditions for registration

Article 5

5.1 Only adults who have a JMBG (unique citizen registration number) or passport, a valid e-mail address and an active mobile phone number can register to participate in special games of chance through means of electronic communication.

5.2 By registering a Player Account, the Player guarantees to the Organizer that he/she meets all the necessary conditions for Participating in special games of chance through means of electronic communication, and in particular that he/she:

- a) is over 18 years of age and has the legal capacity to accept these Rules;
- b) uses his/her Player Account exclusively for his/her own personal needs (and not in the name or for the account of any other natural or legal person);

c) is not under a regime of self-exclusion, self-limitation, or otherwise prohibited from Participating in special games of chance through means of electronic communication;

d) does not already have a registered Player Account;

e) accepts that there is a risk of losing money when Participating in special games of chance through means of electronic communication with the Organizer and that he/she is responsible for any such loss;

f) is not employed by the Organizer or a related person of the Organizer;

g) is not in a management position and is not a manager in any legal entity that is a supplier of the Organizer; and

h) did not previously have a Player Account with the Organizer (or any member of its corporate group), which the Organizer (or a member of its corporate group) restricted or closed for any reason.

5.3 Participating in the special games of chance through means of electronic communication is available only to residents of the Republic of Serbia.

Registration procedure

Article 6

6.1 Player registration is the process of obtaining and storing data about the Player in the Information system of the Organizer.

6.2 In order for the Player to be able to register his/her Player Account, it is necessary to fill out the registration form specifying certain personal data.

6.3 All information provided by the Player when registering a Player Account must be complete, accurate and true.

6.4 During the registration procedure, the Player is required to provide certain information including, but not necessarily limited to:

- name and surname,
- day, month and year of birth,
- JMBG (unique citizen registration number) or passport number,
- e-mail address,

- mobile telephone number,
- address of residence (State/region, city, street and postal code),
- Username, and
- Password.

6.5 The Player is obliged to keep the Player Account registration data up-to-date. Player Account information and other relevant data can be changed by the Player in the “My Account“ section by logging in to the Player Account or by contacting customer service through the website of the Organizer. The Player is obliged to inform the Organizer as soon as possible about all information that affects the use of services related to participation in special games of chance through means of electronic communication (for example, payment method and contact details). The Player can at any time contact the customer service through the website of the Organizer if he/she needs any help regarding the registration of the Player Account.

6.6 By registering a Player Account, the Player confirms and guarantees to the Organizer that he/she meets all the necessary criteria from Article 5 above and that all information provided during the registration of the Player Account (as well as all information provided later) is complete, accurate and true.

6.7 The Organizer is not obliged to accept the registration of a Player Account at any time.

Data verification procedure

Article 7

7.1 The Organizer is obliged to undertake certain types of checks in order to fulfil all its legal obligations, which may include checks undertaken to confirm the age of the Player, his/her identity, address, financial circumstances , and the source of funds that the Player deposits and uses in his/her Player Account. The Organizer may also undertake credit, fraud prevention and verification checks data. The Organizer reserves the right to require the Player to provide various information and supporting documentation that can be used for for such checks, which includes, but is not limited to, a copy of the Player's identity card and passport, his/her driver's license, birth certificate, financial statements, documents from which the sources of the funds used on the Player Account can be determined, proof of address of permanent or temporary residence and/or any other documents/evidence that the Organizer may reasonably request from the Player.

7.2 The participation of minors in games of chance is prohibited. If, after opening a Player Account, the Organizer discovers that the Player is under 18 years of age:

- a) the Player Account will be closed;

- b) paid deposits will be returned to the Player;
- c) all Transactions made through the Player's Player Account will be void; and
- d) The Organizer reserves the right to submit a report to the competent state authorities.

7.3 By registering a Player Account, the Player confirms and gives his/her consent to the Organizer that it can carry out such verification in the manner described in paragraph 1 of this Article, which is reasonably needed and/or necessary in order to comply with applicable laws and other regulations. The Organizer will carry out verification checks during the registration of the Player's Player Account. The Organizer reserves the right to carry out additional verification checks in certain cases (for example, when certain financial limits are reached and/or if certain risk factors appear or change, and in any case only in accordance with what is reasonably necessary for the Organizer to comply with legal and other regulatory obligations). By registering a Player Account, the Player agrees to promptly provide all information and/or documentation that the Organizer may reasonably request in connection with such verification checks.

7.4 The Organizer reserves the right to restrict or limit the Player's Player Account in a manner it reasonably deems appropriate, until all requested information and/or documentation has been provided by the Player to the satisfaction of the Organizer. The restriction of the Player's Player Account may consist of preventing access to services available through the Player's Player Account, making Transactions and making withdrawals. If it is not possible to verify the data to the extent deemed satisfactory by the Organizer, the Player's Player Account will be suspended, and in the last resort it may be permanently closed.

7.5 By registering a Player Account, the Player confirms that he/she has been informed and agrees that the Organizer may share the collected information and/or documentation related to his/her Player Account with the competent state authorities in those cases where the Organizer would be required to do so by law or other regulation.

7.6 Players' personal data will be processed in accordance with the Organizer's privacy protection policy, and at all times in accordance with the Law on Personal Data Protection ("Official Gazette of the RS", No. 87/2018) and other regulations of the Republic of Serbia related to the protection of personal data.

Security of the Player Account

Article 8

8.1 The Organizer allows Players to choose their own combination of Username and Password for their Player Account, as well as a four-digit combination to access the Organizer's applications on their mobile devices (hereinafter: "**Login Data**").

8.2 The Player is obliged to keep his/her Login Data secret and confidential, and to never share it with other persons.

8.3 The Player is responsible in any case and without limitation for all Transactions made through his/her Player Account and all other activities that take place through his/her Player Account, where the Player's Login Data are correctly entered and/or if the Player's Player Account is accessed through touch identification (so-called "Touch ID"), logging in using a fingerprint, face identification, passcode, through the "keep me logged in" option on the Player Account or any other option on the Player's device, regardless of whether the access was made with or without authorization of the Player.

8.4 The Organizer recommends that Players regularly change their Login Data. If at any time the Player suspects that someone else has access to his/her Login Data, he/she must immediately replace it in his/her Player Account settings. If the Player forgets part or all of the Login Data, he/she can contact the customer service through the website of the Organizer.

8.5 If the Player activates Touch ID option, fingerprint login, facial recognition, Password, "keep me signed in" option and/or any similar option on his/her device and suspects that someone else could access to his/her Player Account through any of the above possibilities, he/she should immediately disable the relevant settings on his/her device and contact customer service through the website of the Organizer.

8.6 Under no circumstances should a Player send debit and/or credit card details and any other sensitive information via an unencrypted email. If the Player needs help with sending encrypted emails or sending confidential data, he/she can contact customer service through the website of the Organizer.

8.7 At any time after logging in to his/her Player Account, the Player can access and review information about the current balance the history of transactions on the Player Account.

Prohibition of opening a duplicate Player Account

Article 9

9.1 A Player is allowed to open only one Player Account. If the Organizer discovers or has reason to believe that the Player has opened more than one Player Account, each such additional Player Account will be considered a so-called "duplicate Player Account". The Organizer reserves the right to, in relation to each duplicate Player Account:

a) close such duplicate Player Account, leaving active only the originally opened Player Account (unless in the specific case there are reasons for the Organizer to close all Player's Player Accounts, where those reasons include, but are not limited to, intentionally or fraudulently opening more than one active Player Account);

b) consider all bonuses and/or free bets made through a duplicate Player Account (and, if applicable, the originally opened Player Account), as well as all winnings accrued from such bonuses and/or free bets as void; and

c) cancel all outstanding and/or future Transactions on such duplicate Player Account, as well as all profits earned from such Transactions.

Inactive Player Accounts

Article 10

10.1 A Player Account will be considered “inactive” by the Organizer if it has not been used for a consecutive period of at least 365 days, during which none of the following actions have occurred:

- a) successful deposit to the Record Account;
- b) successful placement of a sports bet, or;
- c) participation in any Slots games or Live games.

10.2 If there are no funds in the Player's Record Account at the time the Player Account is classified as inactive, the Player's Player Account will be closed. However, if the Player has funds on his/her Record Account, the Organizer will try to notify the Player of this using the information provided by the Player during the registration process (or information updated later).

10.3 For security reasons, the Organizer will in certain cases have to confirm in advance that the details of the Player's last registered payment method are still correct, before the Player is refunded the amount from his/her Record Account to his/her Current Account. If it is not possible to make a refund in accordance with the Player's last registered payment method, the Organizer will ask the Player to provide details of his/her Current Account, which can be checked and to which the amount from the Record Account can be refunded.

10.4 A Player can reactivate his/her inactive Player Account by:

- a) successfully depositing payment to Record Account;
- b) successfully placing a sports bet, or;
- c) participating in any Slots games or Live games.

METHOD OF RECEIVING PAYMENTS TO THE RECORD ACCOUNT AND METHOD OF PAYMENT OF WINNINGS

Balance of the Record Account

Article 11

11.1 On the Player Account, the Player can view all Transactions on his/her Record Account, deposits and withdrawals with the exact execution time, method of deposit and withdrawal, amount and status, as well as possible restrictions per transaction. Through the Player Account, the Player submits requests for electronic payment of funds and requests for withdrawal of funds from the Record Account.

Deposits and Protection of Funds

Article 12

12.1 A Player may only make Transactions of up to the amount of cleared funds held in the Player Account. This means that, if a Player wants to make Transactions via its Player Account, he/she must deposit funds into their Player Account. Transactions which may inadvertently have been accepted when the Player Account did not have sufficient funds to cover the Transaction will be void.

12.2 The Player may deposit funds to his/her Player Account only through a payment source where the Player is named as the owner of the account from which the payment is made.

12.3 The Player can deposit the funds solely for the purpose of Participating in special games of chance through means of electronic communication to the Record Account via supported bank (debit and/or credit) cards, as well as through all other legally permitted means of transferring funds listed on the website of the Organizer. The Player can dispose of the deposited funds only after these funds are registered on his/her Record Account.

12.4 The Player Account is not a bank account, and the Player accepts and agrees that the money in the Record Account will not earn interest, and that the Organizer will not in any case provide the Player with a service that could be considered crediting. The Player accepts and agrees that he/she cannot use the Player Account to hold funds that are not intended for the use of services related to participation in special games of chance through means of electronic communication.

12.5 The minimum payment to the Record Account is RSD 500.00.

12.6 The minimum and maximum individual price for participation in each special game of chance through means of electronic communication is expressed within each individual game.

12.7 The Organizer does not charge fees for payments to the Record Account made by debit and/or credit card. However, it is possible that some payment service providers charge a monetary commission to the Player in advance. For additional information, the Player should

contact the issuer of his/her debit and/or credit card.

Withdrawals

Article 13

13.1 Only funds available for payment can be paid from the Player's Record Account, i.e. those funds that are available on the Player's Record Account at the time of payment. A Player may request the withdrawal of part or all of the funds available for withdrawal from their Record Account at any time, provided that:

- a) all payments made on the Record Account have been approved and have not been charged-back, reversed or cancelled in any other way;
- b) the Organizer has successfully implemented the verification checks procedure in accordance with Article 7 above. When the Organizer requests information from the Player in order to carry out the verification checks procedure in accordance with Article 7 above, any delay in the provision of this information by the Player may lead to a delay in the withdrawal of funds;
- c) The Organizer is not obliged to withhold the payment of funds from the Record Account according to the applicable law, bylaw and/or order by the competent state authority;
- d) there are no investigations that are currently underway or have been completed, as a result of which the payment of funds from the Record Account would not be possible according to the applicable law, bylaw and/or order by the competent state authority;
- e) there is no error, interruption or malfunction involving any type of services related to Participation in special games of chance through means of electronic communication, and which the Player used; or
- f) The Organizer has no reasonable grounds to believe that the Player has participated in a prohibited activity, as defined in Article 20, paragraph 2 below, and as a result of which the Organizer would have the right to retain funds in accordance with Article 20, paragraph 1 below.

13.2 The Player confirms that he/she is aware and agrees that in all cases mentioned in paragraph 1 above, the Organizer will be authorized to cancel all Transactions (including all possible winnings), and that in case of illegal and/or prohibited activities (as defined in Article 20 paragraph 2 below) may suspend and/or close the Player's Player Account.

13.3 Withdrawals from the Player's Record Account will usually be processed back to the same payment method that was used to deposit funds into the Record Account. At the request of the Organizer, the Player is obliged to provide proof of ownership of the Current Account/other payment method for withdrawal.

13.4 In case of non-fulfilment of the Player's obligation from the previous paragraph of this

Article, the Organizer has the right to reject the request for withdrawal from the Player's Record Account.

13.5 The Organizer bears no responsibility in the event of an error by the Player when entering his/her Current Account number/other payment method, nor due to an error for which the bank through which funds are paid from the Player's Record Account is responsible for.

13.6 With most payment methods, a request for withdrawal can be made by clicking the "Withdraw" button within the Player's Record Account settings, provided that there are sufficient approved funds in the Player's Record Account, except in the case when the Organizer will have the right to retain the funds in accordance with Article 13.1 above. Approved withdrawals will normally be made through the same payment method that was used to pay the funds into the Record Account, except in cases where funds were deposited into the Record Account through more than one payment method, in which case the payment of funds will be prorated between such payment methods.

13.7 The Organizer does not determine the maximum amount of withdrawals from the Record Account, however certain withdrawal methods may have their own maximum limits per transaction.

13.8 The Player confirms that he/she is aware and agrees that the maximum winning limits apply to all the Organizer's services related to Participation in special games of chance through means of electronic communication, regardless of the amount of the Player's Transaction. For the avoidance of doubt, the Organizer points out that regardless of the amount of the Player's Transaction and regardless of how much the Player appears to have "won" as a result of the Transaction, the Player will only be entitled to receive a monetary amount up to the maximum winning limits, which are determined by Article 32 of these Rules.

13.9 The Organizer does not charge fees for withdrawals from the Record Account, but it is possible that the Player's payment service provider may charge certain fees in this regard.

13.10 The period of transfer of funds from the submission of the Player's request to the realization of the payment of funds from the Record Account to his/her Current Account or other payment method usually lasts from one to five business days after the successful processing of the payment request.

Placing a Transaction from a Record Account

Article 14

14.1 A Player can make a Transaction only up to the amount of approved funds in his/her Record Account.

14.2 At the time of making a Transaction in order to Participate in special games of chance through means of electronic communication, the Player must have sufficient approved funds in

his/her Record Account. By making a Transaction, the Player confirms his/her Participation in the special game of chance through means of electronic communication. This placing of a Transaction is recorded as a transaction that reduces the balance of the Player's Record Account.

14.3 The Organizer reserves the right to refuse all, or part of any Transaction requested by the Player through their Player Account. If the Organizer rejects all or part of any Transaction, it may, but is not obliged to, offer the Player another and/or modified Transaction in place of the rejected part of the Transaction (for example with different odds), which the Player can freely accept or reject. The Organizer is not obliged to inform the Player of the reason for refusing to accept the Transaction or the reason for offering a different and/or modified Transaction.

14.4 The Organizer only accepts Transactions made through the Player's Player Account (including those made through the Organizer's mobile application). Transactions are not accepted in other forms (e.g. by post, e-mail, fax, etc.) and if received will be considered invalid and will be voided.

14.5 It is the Player's sole responsibility to ensure that the details of the Transactions made are correct. Once a Transaction is made, it cannot be cancelled and/or reversed by the Player. The Transaction can only be changed using the "Edit Bet" option in the Player's Player Account, where this option is available.

14.6 In cases of using the "Find My Game" option Player Account to search and navigate to live betting coupons, and which is intended for televised matches, the Player is obliged to check the accuracy of his/her betslip before making a Transaction. It is the Player's responsibility to ensure that the correct Transaction is entered for the particular event. Once a Transaction is made, it cannot be cancelled by the Player. The Transaction can only be changed by using the "Edit Bet" option in the Player's Player Account, where this option is available.

14.7 The Player's funds from his/her Player Account will be allocated to specific Transactions in the order in which those Transactions were made, after which said funds will not be available for any other use. Transactions made using funds already allocated for one or more Transactions will be voided.

Confirmation of Transaction

Article 15

15.1 A Transaction will be considered invalid if the Player's Player Account does not have enough funds to cover it at the time the Transaction is made. The Transaction is considered invalid until the Organizer receives the payment in full. The Transaction will be automatically cancelled if the Organizer does not receive the payment before the start of the event in respect of which the Transaction was made.

15.2 The Transaction will be valid only when it has been recorded and accepted on the

Organizer's server and under the condition that the Organizer has received the payment in full in accordance with paragraph 1 of this Article. Each valid Transaction will have a unique transaction code. The Organizer is not responsible for settling any winnings related to a Transaction for which a unique transaction code has not been issued. If the Player is not sure about the validity of the Transaction, he/she can check the history of his/her Player Account or can contact the customer service through the website of the Organizer.

15.3 Should a dispute arise, the Organizer and the Player agree that the Organizer will be authorized to use a Transaction log database as evidence in order to prove the factual situation, which does not limit the Organizer or the Player from using any other means of evidence they may have at their disposal.

Method of keeping and protecting funds from the Record Account

Article 16

16.1 Upon the deposit of funds to the Record Account by the Player, the Organizer agrees to keep and protect such funds, together with all winnings, for the sole and specific purpose of their use, namely for:

a) making Transactions in order to Participate in special games of chance through means of electronic communication; and

b) settlement of all possible fees that may exist in connection with the use of the Player's Player Account.

16.2 All funds kept and protected by the Organizer are kept in special bank accounts designated for that purpose and will be used exclusively for the purposes specified in Article 16.1. The Organizer is obliged to return the funds to the Player if they are not used for the purposes specified in Article 16.1. The funds in the Player's Record Account will not be mixed with any other funds, including the Organizer's funds. Bearing in mind the above, in case of insolvency of the Organizer, the funds of the Players are protected.

The special rules in case of cancellation of the draw, i.e. sports or other events

Article 17

17.1 All Transactions are subject to maximum winning limits as set out in Article 32 of these Rules.

17.2 The Player may use the "To Return" calculation option on their Player Account for informational purposes only and all Transactions will be calculated using the stake/risk at the

odds accepted.

17.3 In case of multiple bet/parlay Transactions, with a void selection(s) the 'To Return' figure is reduced accordingly. This includes selections that have been made void where 'Void if player does not start' is selected at Transaction placement.

17.4 If the Player includes a non-runner or void selection in a multiple bet/parlay Transactions, the Transactions will be settled on the remaining selections. This includes selections that have been void in the event that the "Void if player does not start" option was used when making a Transaction on the Player's Player Account.

17.5 Winnings from settled Transactions are added to the Player's Player Account and are subject to the restrictions on withdrawals from the Record Account specified in Article 13 above.

17.6 The Organizer reserves the right to:

a) suspend its offer regarding any sporting or other event (or series of events) in relation to which it was possible to place a Transaction;

b) withhold settlement of Transactions; and/or

c) declare void a Transaction in any case where there is evidence that, in connection with a sporting or other event (or series of events), any of the following has occurred:

- the integrity of a sporting or other event (or series of events) is questioned;
- the price or pool has been manipulated;
- The Organizer has reason to believe that Transactions have been placed by automated systems or players;
- The Organizer received wrong information regarding a sporting or other event (or series of events) and/or regarding other data, information, event and/or other feeds related to that event/events;
- The Organizer has reason to believe that there are irregular or unusual betting patterns; and/or
- The Organizer has reason to believe that the sporting or other event (or series of events) is subject to match fixing.

17.7 Evidence of the above may be based, among other things, on the size, volume or pattern of Transactions made using the Organizer's services. If the Organizer's investigation (or the investigation of the relevant regulatory body for the sport in question, if this is possible and applicable) shows that there is no fraudulent or illegal behaviour, the calculation of Transaction will be made. The decision of the relevant regulatory body for the sport in question (if such body exists) will be final.

17.8 In cases where there is evidence that a series of Transactions each contain the same choice and/or choices by or for the same individual or syndicate individuals, the Organizer reserves the right, to void the Transaction or to withhold payment of returns Record Account pending the outcome of any subsequent investigation.

17.9 In respect of a sporting or other event (or series of events) for which there is no officially announced start time, the advertised start time of the event will be deemed the 'off'. If for any reason the Organizer inadvertently accepts a Transaction after the sports or other event (or series of events) has already started (except for a Transaction for live events, so-called "Live In-Play"), the Transaction will be valid provided that the final outcome is not known, and that no participant and/or team has gained a material advantage (e.g. score, sending-off for another team, etc.) at the time the Transaction is made. If the outcome of a sporting or other event (or series of events) is known, the Organizer reserves the right to void the Transaction, whether it resulted in a win or a loss for the Player. All times stated on the website of the Organizer and/or referred to by the Organizer's staff refer to Central European Time, unless otherwise stated in the specific case.

17.10 In respect of a Transaction for a live sporting or other event (or series of events) or where the Organizer has reason to believe that the Transaction is made after the outcome of the particular event is known, or after the selected participant or team has acquired material advantage (e.g. score, sending-off for another team, etc.), the Organizer reserves the right to void the Transaction, whether it resulted in a win or a loss for the Player.

17.11 If for any reason the Organizer is unable to confirm the outcome of a particular sporting or other event (or series of events), for example due to the loss of a live broadcast, all Transactions will be void, unless the settlement of the Transaction has already been determined.

17.12 It is the responsibility of the Player to report his winnings and losses to the tax and/or other competent state authorities.

17.13 In all cases, the calculation of payments/stakes/bets on American sports will be confirmed based on the statistics and results provided by the relevant authorities for each sport (except in case of obvious errors). Relevant governing bodies for the American sports are: NFL, NCAAAF, CFL, NBA, NCAAB, NHL, MLB, NASCAR, MLS and PGA.

17.14 The Cash Out, Partial Cash Out and Edit Bet Feature may be available for select bets from time to time. However, these features are discretionary and the Organizer cannot guarantee they will be available at all times. Bets should not be placed on the presumption that the Cash Out, Partial Cash Out or Edit Bet Feature will be available.

Sports and Special Event Betting

Article 18

18.1 The Organizer accepts Transactions for sports and other special events advertised on the

Website of the Organizer. All such Transactions are subject to the rules applicable to each sport (e.g. football, tennis, boxing, etc.). In a match between two teams where the participants of that match are named, if any participant is replaced before the start of the match, all Transaction made before the replacement, and related to the replaced/non-starting participant, will be void win or lose.

18.2 Where the official result of the match is a tie and no price was quoted for that eventuality, all Transactions on the participants involved in the match which ended in a draw will be void and the stakes will be returned to the Player.

18.3 For the purposes of payments/stakes/bets, the result of a match or other special event will be determined on the day of its conclusion for betting purposes, subject to confirmation by the competent body that regulates that sport (if any). Any subsequent enquiry that may result in an overturned decision will not be recognised by the Organizer and original settlement of the Transaction will stand.

18.4 If the venue of the sporting event and/or other special event is changed, all Transactions placed based on the original venue of the sporting event and/or other special event will be void and the stakes will be returned to the Player, unless otherwise stated.

18.5 Odds On Coupon - For specified sports the Organizer has a coupon, listing odds on betting opportunities within specified time frames of the next 3/6/12/24/48/72 hours. Transactions stand irrespective of fixture time changes.

Bonuses and promotions

Article 19

19.1 The Organizer may from time to time offer certain Bonuses through the Website of the Organizer.

19.2 All Bonuses are linked to a Player's Player Account and cannot be transferred to another Player. All Bonuses are limited to one per person. All bonuses are subject to the general rules relating to bonuses in this Article 19 and may also be subject to specific terms/rules for any particular Bonus that the Organizer offers from time to time which will be available to the Player.

19.3 The Organizer reserves the right to withdraw, modify or cancel any Bonus at any time. If the Organizer withdraws, changes or cancels a Bonus (except in the case specified Article 19.4 below), any Bonus that the Player opted for or otherwise obtained will continue to be valid in accordance with the special conditions and rules of the Bonus that were in force at the time that Bonus was offered.

19.4 The Organizer reserves the right to prevent the take up of new Bonuses and/or the completion of Bonuses for legal or regulatory reasons, including but not limited to those relating to responsible gambling.

PROHIBITED ACTIVITIES

Article 20

20.1 The Player may use his/her Player Account only in a legal manner and exclusively for the purpose of Participating in special games of chance through means of electronic communication, and all in accordance with these Rules. The Player must not participate in any activity defined in Article 20.2 as a “prohibited activity” and confirms and understands that the consequences of doing so consist of (but are not limited) to the voiding of Transactions, withholding of any attributable Record Account winnings, and the suspension and/or closure of the Player’s Player Account. The Player confirms and accepts that he/she will be responsible for the compensation of all eventual losses and damages that the Organizer suffers as a result of the Player’s participation in prohibited activities.

20.2 The following activities (including any attempts to engage in the following activities) are individually defined as “**prohibited activities**”:

- 1) if the Player deliberately tries to avoid or circumvent the Organizer’s policies and procedures related to Responsible Gambling;
- 2) if the Organizer discovers or has reason to believe that the Player has used his/her Player Account in a fraudulent manner and/or for unlawful purposes;
- 3) if the Player repeatedly exceeds the daily limit for logging into the Player Account;
- 4) if the Organizer discovers or has reason to believe that the Player has used a betting strategy that exploits the difference in the odds of different organizers of games of chance, or that involves placing Transactions on all outcomes of an event , in either case in order to guarantee profit for the Player regardless of the outcome (so-called “arbitration” or “arbing”);
- 5) if the Organizer discovers or has reason to believe that the Player makes deposits and/or withdrawals, or otherwise uses the Organizer’s services, without actually participating in games of chance through means of electronic communication;
- 6) if the Organizer discovers or has reason to believe that the Player has used the Organizer’s services in an unfair manner, including cheating, collusion, unfair exploitation of the Organizer’s services or unfair exploitation of any other Player;
- 7) if the Organizer discovers or has reason to believe that the Player’s Player Account is used for the benefit of a third party and/or if the Player using Player Account the website of the Organizer other than for his/her personal and recreational purposes (which includes the use of a third party’s Player Account);
- 8) if the Organizer discovers or has reason to believe that the Player is making deposits to

his/her Record Account without the intention of making Transactions;

9) if the name on the Player Account is different from the name on the selected payment method (e.g. Current Account) that the Player uses to make deposits to his/her Record Account;

10) if the Player uses or attempts to use a VPN or similar location hiding technology;

11) if the Organizer has received a “charge back”, “denial”, “reversal” and/or “return” notification via a deposit mechanism used on Player Account;

12) if the Player uses the bonuses contrary to the conditions specified in these Rules, including if the Organizer discovers or has reason to believe that the Player has unfairly used or uses/manipulates any bonuses, or otherwise violates the terms of use of the bonuses;

13) if the Player provides incorrect or incomplete information or misleading information during or after the registration of the Player Account;

14) if the Organizer discovers or has reason to believe that the Player has allowed or enabled a third party to use or access his/her Player Account;

15) if the Organizer discovers or has reason to believe that the Player intentionally or fraudulently opened and/or used one or more duplicate Player Accounts;

16) if the Organizer discovers or has reason to believe that the Player is prohibited from making Transactions in accordance with these Rules, by any term of their employment contract or in accordance with any rule of the sport governing body or other professional body of which the Player is a member and applies to such Player ;

17) if the Organizer discovers or has reason to believe that the Player knows in advance the outcome of a race, competition or other event or process or on the likelihood of anything occurring or not occurring, and the Organizer discovers or have reason to believe that the Player knew or knows the outcome of that race/competition/event/process;

18) if the Organizer discovers or has reason to believe that the Player is abusing the information he/she has, which is not publicly available, in order to make a Transaction;

19) if the Organizer discovers or has reason to believe that the Player makes payments to his/her Player Account with funds whose origin is related to criminal and/or other illegal activities;

20) if the Player insults, abuses, discriminates, behaves rudely or in any other way behaves inappropriately towards other Players, customer service and/or other members/representatives/employees of the Organizer;

21) if the Organizer discovers or has reason to believe that the Player has used automated systems or software to copy and/or extract all or any information or data related to the Organizer’s services (including but not limited to results, statistics, sports data and match lists, odds and betting figures) or any other relevant information or data on or contained within or as part of the Website of the Organizer and/or the Information system of the Organiser and/or their

source code(so-called “screen scraping” or “scraping”);

22) if the Organizer discovers or has reason to believe that the Player intended to use all or any part of the information or data related to the Organizer’s services for commercial purposes (including, but not limited to, results, statistics, sporting data and fixture lists, odds and betting figures), or any other information or data on the Website of the Organizer and/or its source code;

23) if the Organizer discovers or has reason to believe that the Player has in any way interfered with, interrupted, or manipulated the website of the Organizer, Player Account, Record Account or any other service of the Organizer;

24) if the Organizer discovers or has reason to believe that the Player has used any external assistance programs or software designed to give an unfair advantage to the Players, including but not limited to the use of artificial intelligence, automated players (so-called “bots”) and/or other assistance software;

25) if the Organizer discovers or has reason to believe that the Player has abused or attempted to abuse faults, loopholes or errors (including any error, malfunction, or interruption) in connection with the Organizer’s services and/or in the software of any third party;

26) if the Organizer discovers or has reason to believe that a Player has attempted to or has sold, transferred and/or acquired any Player Account of another Player, or intended to do so; and

27) if the Player seriously violates these Rules in any other way.

CLOSING THE PLAYER ACCOUNT

Article 21

21.1 If the Player wishes to close his/her Player Account, he/she can do so by using the “Account Closure” option available on the website of the Organizer.

21.2 The Organizer reserves the right to close or limit the Player’s Player Account at any time and without any notice to the Player, except in the cases indicated in this Article below.

21.3 The Organizer will notify the Player of the closure of the Player Account by the Organizer, except in cases where the Organizer discovers or has reason to suspect that the Player has performed any of the prohibited activities, in which case the Organizer reserves the right to close the Player’s Player Account without prior notice.

21.4 If the Organizer discovers or has reason to suspect that the Player has engaged in any prohibited activity, it will restrict the Player Account without notifying the Player and the Player Account will remain restricted until the relevant case of participation in the prohibited activity is investigated. The Player agrees to fully cooperate with the Organizer in the investigation related to participation in the prohibited activity. The Player is aware and agrees that he/she will not be

able to access funds in the Record Account or make deposits as long as the Player Account is restricted, with the fact that the balance of funds in the Record Account will remain unchanged. The Organizer will endeavour to complete the investigation related to participation in the prohibited activity within a reasonable time, provided that the Player is aware and understands that any delay for which the Player is responsible for will affect the Organizer's ability to conduct the investigation within a reasonable time.

21.5 If the Organizer's investigation leads to the conclusion that the Player did not participate in the prohibited activity, the limitation of the Player Account will be lifted. If the Organizer's investigation leads to the conclusion that the Player participated in a prohibited activity, the Player's Player Account will be permanently closed. In this case, the Player's data may be shared with the competent state authorities, if the Organizer is obliged to do so by law, bylaw or order of the competent state authority.

21.6 The Organizer reserves the right to close or limit the Player's Player Account if this is necessary in order for the Organizer to comply with the applicable law, bylaws or order of the competent state authority.

21.7 In the case of closing the Player Account, any existing real money on the Player's Record Account will be returned to the Player upon closing the Player Account, except if:

- a) it is established that the Player participated in an illegal activity, the Organizer is under no obligation to refund to the Player any money that may be in the Player's Player Account; or
- b) the Player is found to have participated in any prohibited activity, then the Organizer has the right to withhold all or part of the Player Account balance and/or void or recover from the Player Account deposits, pay-outs, Bonuses, and/or any winnings (if/as applicable) in each case to the extent attributable to the relevant Prohibited Activity.

PLAYER EQUIPMENT, SOFTWARE AND TECHNOLOGY

Article 22

22.1 The Player understands and agrees that the computer equipment, mobile device and internet connection that he/she uses may affect the performance and operation of the Player Account and the website of the Organizer.

22.2 In order to use certain services of the Organizer, the Player may need to download some of the software produced by third parties. The Organizer does not accept any responsibility regarding the operation and functionality of third-party software.

22.3 The Player may use the Organizer's software exclusively to participate in special games of chance through means of electronic communication and in the manner in which the software is designed to be used.

22.4 By registering a Player Account, the Organizer grants the Player a personal, non-exclusive and non-transferable right to use the Organizer's software linked to the Player's Player Account, solely for the purpose of using the Organizer's services, in the way that software is designed to be used.

22.5 The Player is not allowed to:

- a) take any action in order to make the Organizer's software available in any way to any third party;
- b) grant a sublicense, transfer, rent, issue, lend or copy a license to use the Organizer's software or to create and/or distribute copies of the Organizer's software;
- c) access, attempt to access, disrupt or otherwise attempt to circumvent the Organizer's protection system (including, but not limited to the use of "bots" and similar devices), or attempt to make any changes to the Organizer's software (including, but without being limited to any of its functions or components);
- d) copy or translate any user documentation available on the internet or in any other format;
- e) translate, reverse engineer, disassemble the source code, disassemble, modify or create derivative works based on the Organizer's software or modify the Organizer's software in any other way; and
- f) translate, reverse engineer, disassemble the source code, disassemble, modify, adapt or attempt to discover the source code of the Organizer's software or create derivative works based on all or any part of the Organizer's software.

22.6 The Player has no ownership rights on the Organizer's software. The Organizer's software is the exclusive property of the Organizer or a third party, i.e. the person who is the software supplier. Any software and accompanying documentation in respect of which the Organizer is the licensee are the property of the software supplier who is the licensor.

22.7 The Software is provided 'as is' and the Organizer does not guarantee the Player that:

- a) the Organizer's software will satisfy the Player's requirements;
- b) the Organizer's software will not infringe the intellectual property rights of third parties;
- c) the operation of the Organizer's software will be error-free or interruption-free;
- d) any errors in the Organizer's software will be corrected;
- e) the Organizer's software or the Organizer's servers free of viruses.

22.8 In the event of communication or system errors related to functions or components of the Organizer's software, the Organizer shall have no liability to the Player or any third party in connection with such errors. In case of such errors, the Organizer reserves the right to remove

all relevant products from its service and to take any action necessary to correct such errors.

22.9 The Player acknowledges that the manner in which he/she uses the Organizer's software is beyond the Organizer's control and that the Player uses it at his/her own risk.

22.10 The Organizer's software may contain confidential information that is secret and of value to the software supplier and/or the Organizer. The Player has no right to use or disclose confidential information.

22.11 The Player must not abuse the Organizer's software by introducing viruses, trojans, worms, logic bombs or other material that is malicious or technologically harmful. In particular, the Player must not, without the express authorization of the Organizer, access, interfere with, damage or disrupt the Organizer's software or any part thereof, any equipment or network related to the Organizer's services, any other software used in connection with the provision of the Organizer's services or any equipment, software or website owned or operated by a third party.

22.12 The Player must not attack the Organizer's software by performing a denial-of-service attack. The Organizer will not be responsible for any loss or damage caused by a denial-of-service attack, viruses or other technologically harmful material that may infect the Player's computer equipment, computer programs, data or other material owned by the Player, due to the use of the Organizer's services, the Organizer's software or the downloading of any placed material.

Third party content

Article 23

23.1 The Organizer obtains feeds and other broadcasts, commentary and other content from a number of suppliers. Certain providers may require the Player to agree to additional terms of use governing the use of their feeds, commentaries and/or other content. Where the website of the Organizer contains links to websites and resources of suppliers and/or third parties, those links are available to the Player for informational purposes only. The Organizer has no control over the content of the said websites and resources and bears no responsibility for any loss or damage that may occur to the Player from their use.

Procedure of the Organizer in case of malfunction, error or interruption

Article 24

24.1 The Organizer strives to provide the Player with a high-quality platform for Participating in special games of chance through means of electronic communication but cannot guarantee to

the Player that all of the Organizer's services will function properly at all times. The Player understands and accepts that various types of malfunctions, errors or interruptions may occur during the use of the Organizer's services related to participation in special games of chance through means of electronic communication.

24.2 In cases where Malfunctions, Errors or Interruptions occur, the Organizer will try to act in the manner described below.

Malfunctions

24.3 If, as a result of a malfunction, the Player's Player Account is credited with winnings which should not have been credited to the Player's Player Account had it not been for the Malfunction, the Organizer reserves the right to void the relevant and any related Transaction and to void the relevant winnings. The Organizer will act as described even if the Transaction or Bonus would have produced the same or similar winnings had it not been for the malfunction. The Organizer will act in the same way regardless of whether the malfunction is noticed by the Organizer or the Player. If the Player has made a withdrawal of any amount of money from the Record Account that occurred due to the malfunction, the Player agrees to return such amount of money to the Organizer if and when requested by the Organizer.

24.4 In the event that the Player notices a malfunction or it becomes apparent or if the Player suspects that a malfunction will occur, he/she is obliged to immediately stop using the website of the Organizer and his/her Player Account, as well as any other service of the Organizer that is affected by the malfunction and to immediately contact the Organizer.

Errors

24.5 For the avoidance of doubt, Errors include, but are not necessarily limited to, so-called 'palpable' or 'obvious' errors, for example where:

- prices/odds/terms offered via the Website of the Organizer are obviously and substantially different from those available in the general market of organizing games of chance through means of electronic communication (including from other operators) at the time the Transaction is placed;
- Transactions are accepted on a market which should have been suspended or closed, for example where the event is still in progress (except where 'in-running' bets are expressly allowed and accepted) or the event in question has already occurred or finished (sometimes referred to as 'late bets');
- prices/odds/terms offered at the time a Transaction is made are a clearly incorrect given the probability of the event or outcome occurring;
- where a market has been settled but it is subsequently discovered that the outcome/result is clearly incorrect based on the definition of the count for that market e.g., count for shots on target.

24.6 In the event of an Error, the Organizer will have the right to suspend the affected market or

event while it investigates the issue and the Organizer will resettle Transactions as set out below:

(a) **Incorrect price** – whether prior to the start of an event, ‘in-play’ or after the event, where this type of Error is identified any Transactions will stand and will be settled at the revised price of the Organizer save that, where a revised price is deemed less than 1/1000, then Transactions will be void.

Where there is sufficient time before the start of an event, the Organizer will endeavour to contact the Player and may in its discretion allow the option of cancelling the Transaction.

(b) **Incorrect Count/Line/Spread/Handicap/Total** – where this type of Error is identified, any Transactions will stand and will be settled at the count, line, spread, handicap or total taken at the revised price of the Organizer except for the following situations:

- Where a revised price is deemed less than 1/1000, in which case the Transactions will be void.
- Any Transactions placed on a count, line, spread, handicap or total where the outcome is already known when the Transactions was placed will be void.

(c) **Incorrect Cash Out and Edit Bet Amount** – Transactions cashed out or edited by the Player using the Edit Bet feature, where the Cash Out or Edit Bet amount is incorrect (due to an error in the underlying price), will stand and be resettled at the correct amount. Where a selection is Cashed Out following an incorrect result the selection will be resettled on the correct result.

(d) **Incorrect Void** – If ‘Void if player does not start’ was selected at Transaction placement (specific to "Goalscorer" markets) and a Transaction is incorrectly made void where the selected player has actually started the event, the original Transactions will stand and will be resettled on the correct outcome.

(e) **Incorrect Fixture** - Where an incorrect player or team is quoted within a fixture, all Transactions will be void. Such determination to be in sole but reasonable discretion of the Organizer.

(f) **Incorrect quoting of the Market** - If an incorrect market is quoted for any match or event, Transactions placed on that market will be void; other markets may also be void. Such determination to be the sole but reasonable discretion of the Organizer.

(g) **Late Bets** - Where a ‘late bet’ Transaction is inadvertently accepted, Transactions will be settled as follows:

i. If the event and market is covered In-Play then Transactions will stand at the revised price at the time the Transaction was placed (where a revised price is deemed less than 1/1000 then Transactions will be void), unless the outcome is already known in which case such Transactions will be void.

ii. If the event or market is not covered In-Play then the Transaction will stand as long as the selected participant or team has not gained a material advantage (e.g. a score, sending off for

the other team etc.). Where a material advantage has been gained, the Organizer is entitled to void the Transaction, win or lose. Any Transaction placed where the outcome is already known, including In-Play, will be void.

24.7 If as a result of an Error, a Player's Player Account is credited with winnings that the Player would not have received were it not for that Error, the Organizer will have the right to void the relevant Transaction and any related Transaction(s) and withhold the relevant winnings. This applies even if the relevant gambling product or Bonus could have produced the same or similar amount of winnings without the intervention of the Error and it applies whether the Error was apparent to the Player or to the Organizer or not. If the Player has withdrawn any such winnings credited as a result of an Error, the Player agrees that they will pay them back to the Organizer as and when the Organizer requests.

24.8 Where any Error is or becomes apparent or obvious to the Player or the Player suspects that an Error may be occurring, the Player agrees that they will cease use of the relevant service(s) on the Website of the Organizer immediately, and will contact the Organizer immediately.

Interruptions

24.9 The Organizer's priority is to ensure that Interruptions are resolved in a fair manner and that they do not systematically harm the Players. In the event of an Interruption, the Organizer can proceed in one of the following ways:

24.10 In relation to betting on any sporting or other event (or series of events), the Organizer may suspend the offer in respect of any sporting or other event (or series of events), void Transactions and return stakes to Players;

24.11 In relation to Slots games and Live games:

(a) where the interruption occurred after the Organizer received information about the Transaction and where the Player no longer has any influence on the outcome of the event, the results of the Transaction will continue to be valid;

(b) where there is an interruption of the event in which there is one participant, in the only phase, before the outcome of the event is generated, the Organizer will return the Transaction to the Player;

(c) for special games of chance through means of electronic communication in which there are several stages or moments where the Player needs to make a decision, the Organizer will take all reasonable measures to restore the game to the last state that existed before the interruption occurred, in order to allow the Player to complete the game;

(d) for special games of chance through means of electronic communication in which there are several participants, the Organizer will act in a way that seems fairest and most reasonable in the given case; or

(e) for special games of chance through means of electronic communication with progressive

jackpots, the value of the progressive jackpot will be restored to the state before the interruption, to the extent that this is under the control of the Organizer and not under the control of the supplier of the specific game.

THE RESPONSIBILITY OF THE ORGANISER FOR OBLIGATIONS TOWARDS THE PLAYERS OF SPECIAL GAMES OF CHANCE THROUGH MEANS OF ELECTRONIC COMMUNICATION

Article 25

25.1 The Organizer's responsibility cannot in any case be excluded or limited for:

- a) fraud, intent or gross negligence; or
- b) any other liability that cannot be excluded or limited according to the laws in force in the Republic of Serbia.

25.2 Without affecting the validity of Article 25.1 above, the Organizer shall not be liable to the Player or any third party for any damages or losses which are deemed or alleged to have arisen out of or in connection with the Organizer's services and their content, including those arising from or related to:

- a) losses that neither the Organizer or the Player could foresee when the Player accepted these Rules;
- b) any business and/or other losses to non-consumers (e.g. loss of business, loss of business information, business interruption and/or loss of profit or income) caused using the Player Account for any non-personal or business purpose, which the Player is not allowed to do under these Rules;
- c) any use of the Organizer's services by the Player that involves a violation of these Rules (including the performance of any prohibited activity) or use of the Organizer's services that involves a violation of applicable laws in the manner defined in Article 5.3 above;
- d) any incomplete, lost or delayed Transactions, other than to the extent caused by the Organizer's failure to use reasonable care and skill;
- e) damage to the Player's equipment or any loss or corruption of data resulting from the use of the Organizer's services by the Player, except in cases where defective digital content provided by the Organizer to the Player causes damage to the Player's device or his/her digital content and this is caused by the Organizer's failure to use reasonable care and skill, in which case the Organizer will either repair the damage or pay compensation to the Player;
- f) any television or other transmissions, commentaries or content of third parties;
- g) the accuracy, completeness or currency of any information or data provided by the Organizer

or a third party to the Player in connection with the use of the Organizer's services (including but not limited to prices, event participants, times, results, live scores and general statistics);

h) any error, malfunction, interruption or if the Organizer's services are unavailable to the Player for any reason at any time or for any period;

i) closure, restriction, limitation or suspension of the Player's Player Account by the Organizer in accordance with these Rules;

j) any delay in performance, or failure to perform, any of the Organizer's obligations if such delay or failure results from events, circumstances or causes beyond the reasonable control of the Organizer, including (without limitation) any interruptions in telecommunications networks, interruptions in power supply, malfunctions in the hardware or software of third parties, fire, pandemic, lightning, explosion, flood, severe weather conditions, industrial disputes or lock-outs, terrorist activity and acts of the Government of the Republic of Serbia or other competent authorities;

k) deliberate circumvention by the Player of any protective measure related to the responsible organization of special games of chance through means of electronic communication (regardless of whether this measure was established by the Organizer or the Player) in the manner defined in Article 27.4 below; or

l) any failures or issues that arise due to the Player's equipment, internet connection or telecommunication service provider (including, for example, if the Player is unable to place Transactions or view or receive certain information in relation to particular events).

25.3 From time to time, all or part of the Organizer's services, the website of the Organizer (including the Organizer's mobile application) and the Player's Player Account may be unavailable for use due to the Organizer's maintenance, alteration and/or amendment of any of the products related to the Organizer's services and the Organizer shall not be liable to the Player in these circumstances.

25.4 While the Organizer tries to ensure that the information made available via the services it provides is correct, the Organizer cannot (and does not) guarantee the accuracy or completeness of the information and materials within the services it provides. The material used by the Organizer in connection with the services it provides may contain typographical errors or other inaccuracies or information that is out of date. The Organizer is under no obligation to update such information or material. Without affecting the validity of 25.1 above, all information and material provided by the Organizer is provided to the Player "as is", without any conditions, warranties or other terms of any kind.

25.5 Without affecting the validity of 25.1 above, except in respect of winnings or other amounts properly due to the Player in accordance with (and subject to) these Rules, the Organizer's total aggregate liability to the Player under or in connection with these Rules is limited to the greater of the following amounts:

a) where the liability refers to a specific Transaction, up to the value of the applicable stake made in respect of such Transaction;

b) the amount of applicable monies, where such monies have been misplaced by the Organizer;
or

c) RSD 1,000,000 in respect of any other liability of the Organizer.

The responsibility of the Player towards the Organizer

Article 26

26.1 The Player agrees to compensate the Organizer for any costs, damages and/or losses incurred by the Organizer arising from the Player's participation in any prohibited activities outlined in Article 20 of these Rules.

RESPONSIBLE ORGANIZATION OF SPECIAL GAMES OF CHANCE THROUGH MEANS OF ELECTRONIC COMMUNICATION

Article 27

27.1 The Organizer is committed to the responsible organization of special games of chance through means of electronic communication. Participating in special games of chance through means of electronic communication is promoted by the Organizer as an enjoyable leisure activity and the Organizer believes that the Player's participation in these activities can remain so only if the Player stays in control and responsibly participates in special games of chance through means of electronic communication. However, the Organizer is aware that for certain Players, Participating in special games of chance through means of electronic communication may cease to be a harmless leisure activity and become a problem.

27.2 The Organizer provides Players with a number of features, tools and safeguards that they can use to manage their participation in particular games of chance through means of electronic communication, which include, but are not limited to, a budget calculator, deposit limits, reality checks, activity tracker, time-out, self-exclusion and gambling blocks.

27.3 The Player can at any time access the website of the Organizer or contact the customer service through the website of the Organizer if he/she needs any additional information, advice, support or help regarding responsible participation in special games of chance through means of electronic communication.

27.4 Although the Organizer undertakes and implements safeguards in relation to responsible participation in special games of chance through means of electronic communication, the Organizer does not accept any responsibility or liability if the Player continues to use the services of the Organizer with the intention of deliberately avoiding the relevant safeguards

(whether or not implemented by the Organizer or the Player) and/or the Organizer is unable to enforce its protective measures and tools for reasons outside our reasonable control, including, but not limited to, the Player submitting incorrect or false data in order to circumvent the Organizer's tools and security measures.

INTELLECTUAL PROPERTY RIGHTS

Article 28

28.1 All Services of the Organizer and their content are protected by copyright, related rights and/or other intellectual property rights. The holder of these rights is the Organizer, a related party of the Organizer or other third party licensors.

28.2 All product and company names and logos used on the website of the Organizer are the trademarks, service marks or trading names of their respective owners, including (where applicable) the Organizer or a company related to the Organizer.

28.3 Except to the extent necessary for the use of the Organizer's services for the purpose of placing Transactions, no part of the Organizer's services may be reproduced or stored, modified, copied, re-published, uploaded, posted, broadcasted or distributed by any means or manner or be included in any other website or other public or private electronic retrieval system or downloading service including text, graphics, video, messages, code and/or software without the prior written consent of the Organizer.

SPECIAL RULES OF THE ORGANIZER RELATED TO SPORTS EVENTS

Article 29

All rules relating to Sports Events are available by clicking [here](#) and within approved version of Rules on Organising Special Games of Chance [here](#).

SPECIAL RULES OF THE ORGANIZER RELATED TO SLOTS GAMES

Article 30

30.1 All Slots games are organized through means of electronic communication, and their outcome is determined by a Random Number Generator (RNG).

30.2 Slots Games

Slots are one of the most popular types of games which can be played at the Organizer. There is a vast variety of different styles and themes which are available. Despite the wide range of games on offer the mechanics behind these games are very similar.

30.3 Slots Games Selection

The most popular types of Slots are:

Video slots

These are very themed games that have a multiple number of reels and paylines, as well as including bonus features to add an extra level of gameplay.

3-reel slots

Ideal for the new Players to ease their way into the world of slot play, these types of games are much more simplistic and closest to the traditional slot machines. Generally with a single payline, ranging from one to 10, these operate on a vertical, horizontal and diagonal basis.

5-reel slots

These are the most common type of slots and offer a more complex game than the 3-reel version. There is a higher amount of paylines, combinations and other mechanics, allowing more bonuses and features including bonus rounds, free spins, scatter symbols, wilds and more.

Fixed/variable paylines

The more traditional slots use a variable payline, which means these can be changed for each spin. When increasing the number of paylines, this also increases the overall stake that is being placed.

The more common slots tend to use the fixed paylines version, which means the Player will have all maximum paylines active no matter what the stake amount is. This means Players are more likely to trigger a bonus feature as there is a higher chances of winning even if playing with the minimum stake.

Megaways Megaways are the latest style of slots which introduced an innovative mechanic that offers from 243 to sometimes over 200,000 ways to win. Each spin can have a different number of symbols which land on each reel.

30.4 Meaning of terms used in Slots games

Number of ways to win means the number of ways to create a winning combination;

3-reel slot are more basic slots with just three reels;

3D video slots are slots which incorporate 3D visual graphics;

5-reel slot are the most common types of slots which have five reels;

Active payline is the number of lines which can actively form a win;

Auto play allows Players to spin the reels for a set number as well as other factors, such as losses or win;

Autospin is a different name for auto play;

Bet is the amount the Player is wagering;

Bet max means the maximum amount the Player can wager on one spin;

Bet min means the minimum amount the Player can wager on one spin;

Bet per line means the amount wagered per line per spin;

Bonus feature is a type of win which triggers other features, such as free spins, re-spins, sticky wilds and many more;

Bonus multiplier multiplies the Players win during the bonus rounds;

Bonus round is triggered when certain combinations are formed and can include numerous features;

Cascading reels are symbols from a winning combination which disappear and are replaced by new symbols, allowing the chance for further wins;

Expanding wilds are wild symbols which can replace the whole reel;

Fixed jackpot is a jackpot which is not progressive and has a fixed amount to be won by the Player;

Free spins are a bonus feature which allows Players to spin a slot without having to wager any amount;

High volatility is a slot which pays out larger prizes but at a more infrequent basis;

Jackpot is the top prize a Player can win;

Line displays the winning combination of symbols -also known as a payline;

Line bet is the payline which is active;

Low volatility is a slot which pays out smaller prizes but at a more frequent basis;

Max bet means the maximum amount the Player can wager on one spin;

Maximum bet means the maximum amount the Player can wager on one spin;

Megaways is a type of slot which can have hundreds of thousands of ways to win;

Minimum bet is the minimum amount the Player can wager on one spin;

Multiplier allows wins to be multiplied by a defined number within the slot game;

Pay line is the line where winning combinations must land;

Pay table details all the various ways a Player can win and what the values of these combinations are;

Progressive jackpot is a style of jackpot that increases until it is won;

RNG (random number generator) is an algorithm used in software to generate random outcomes;

Reels is the place where symbols are located and spin to display the slot game's outcome;

RTP (return to player) is the expected percentage of stakes a specific game will return to the Player over a period of time;

Rows are symbols which are arranged horizontally within the slot game;

Scatter is usually a symbol which if a certain number display a bonus feature is won;

Spin means activation of slot game in order for it to begin;

Stacked wilds are multiple wild symbols appearing on top of each other which can trigger multiple wins;

Symbols are the icons or characters displayed on the reels;

Volatility is how frequent and the size of win are triggered;

Wild symbol is a symbol which can substitute for all icons aside from scatters.

SPECIAL RULES OF THE ORGANIZER RELATED TO LIVE GAMES

Article 31

31.1 For the avoidance of any doubt, the Organizer points out that all special games of chance through means of electronic communication specified in this Article 31 are organized exclusively so that the Player plays against the Organizer.

31.2 Article 31 will begin to be implemented and enforceable only after the Law on Amendments to the Law on Games of Chance ("Official Gazette of RS", No. 94/2024) becomes enforceable.

31.3 BACCARAT (BAKARA)

The object of this game is to obtain a hand with a point total closest to 9.

Card values:

- Aces count as one
- Cards 2 through 9 as their face value
- Tens and face cards count as zero

If the value of the hand is ten points or more, subtract ten, and the remainder is the Baccarat point value of the hand. For example: $7+6=13=3$, or $4+6=10=0$.

The wager is placed on one or more of the following betting positions: the Banker, the Player and/or the Tie. The Player and the Banker are then each dealt a two-card hand in the following order: first card to the Player, second card to the Banker, third card the Player, fourth card to the Banker. In certain cases, a third card is dealt to the Player and/or the Banker (the rule "Third Card Rides" described below).

Hand closest to 9 wins.

If bet is placed on the Player and the Player wins, payment of 1 to 1 winnings on the bet is made, i.e. 10-value bet returns 20.

If bet on the Banker is made and the Banker wins, payment of 0.95 for 1 winnings on the bet is made, i.e. if a 10-value chip bet is made, the payout is 19.5.

If both the Player's hand and the Banker's hand have equal totals, the game result is a Tie. If a bet is placed on the Tie field, the payout is 8 to 1. Non-tie main bets are returned to the Player if a Tie occurs.

Third Card Rides

The following Baccarat rules govern when the Player and/or the Banker are automatically dealt a third card in the Baccarat game.

Player

If the point value of the first two cards is 0 - 1 - 2 - 3 - 4 - 5, the Player draws a card.

If the point value of the first two cards is 6 - 7, the Player stands.

If the point value of the first two cards is 8 - 9, this is considered a “natural hand” and there is no further draw.

If the Player stands, then the Banker hits on a total of 5 or less. If the Player does hit use the rules below to determine if the Banker hits or stands

Banker

If the banker's total is 2 or less, then the banker draws a card, regardless of the Player's third card.

If the banker's total is 3, then the banker draws the third card, unless the Player's third card was an 8.

If the banker's total is 4, then the banker draws the third card, if the Player's third card was 2, 3, 4, 5, 6, 7.

If the banker's total is 5, then the banker draws the third card, if the Player's third card was 4, 5, 6 or 7.

If the banker's total is 6, then the banker draws the third card, if the Player's third card was 6 or 7.

If the banker's total is 7, then the banker remains in the same position.

Important note: If either the Player and/or the Banker has a total of 8 or 9, they both stand. This rule overrides all other rules.

Baccarat Lucky Multiplier

During some rounds, right after all bets have been made and before cards are dealt, 1-5 random Multipliers are revealed for the following bet positions: Tie, Player Pair, Banker Pair, Perfect Pairs™ and Either Pair.

For each bet, the Multiplier is drawn from a different pool of possible Multipliers.

If the Player made a wager on a bet that gained the Multiplier, and the bet wins, the Player gets the Multiplier payout instead of the regular payout. The Player can access the Payout Tables for more info.

Possible Multipliers for the Tie bet are: {x15, x20, x25, x50, x88 and x100}.

Possible Multipliers for the Player Pair and Banker Pair bet are: {x15, x20, x25, x50, x88 and x100}.

Possible Multipliers for the Perfect Pairs™ bet are: {x40, x50, x88 and x100}.

Possible Multipliers for the Either Pair bet are: {x10, x15, x25, x50, x88 and x100}.

31.4 Poker Games

Texas Hold'em Bonus Poker

The objective of this game is to beat the dealer with best five card poker hand made up from Player's two hole cards and the five community cards.

Texas Hold'em Bonus Poker is a popular version of the game which is played against the dealer and provides an additional exciting Bonus side bet. The game is different than traditional Texas Hold'em as the Player plays against the dealer, whoever has the better poker hand wins.

The Rules:

- The game is played with one 52-card deck.
- The deck is shuffled before every game.
- The Bet limit sign indicates the minimum and maximum Ante bet limit.
- The Flop bet is always exactly double the Ante bet.
- The Turn and River bets are always exactly equal to the Ante bet.
- Payouts are made according to the payable.
- Bonus bet is an optional side bet. It is placed prior to any card being dealt and the Player wins when their first two hole cards match one of the payout hands detailed in the bonus payable.
- The payout on the Bonus bet is based on the Bonus payable.

3 Card Brag

The objective of this game is to beat the dealer with a better three card poker hand.

3 Card Brag is a popular card game which is played with a deck of 52 cards which are shuffled at the start of each game round. There are two games within 3 Card Brag, the main game and also the additional "PAIR BONUS". In the main game the player is dealt one hand of three cards which must beat the dealer's hand in order to win. In the "PAIR BONUS" game, the result and the amount the player can win depends only on the value of their hand, irrespective of the dealer's hand.

The Rules:

- The game is played with one 52-card deck.
- The deck is shuffled before every game.
- The Bet limit sign indicates the minimum and maximum Ante bet limit.
- The Play bet is always exactly equal to the Ante bet.
- Payouts are made according to the payable.
- PAIR BONUS: bonus bet is an optional side bet which can be played separately or together with the main game.

It is placed prior to any card being dealt and the player wins when their three cards dealt include a pair or better combination.

When playing both games, if the player has a hand made up of a pair or better and they placed a "PAIR BONUS" bet, they must continue to play in order to win that bet. If they fold then they lose the pair bonus stake even if they have a pair or better.

The payout on your PAIR BONUS is based on the PAIR BONUS payable.

ANTE BONUS: If the Player's hand is a Running Flush, Priai (three of a kind) or a Run, they will qualify for an ante bonus win.

The ANTE BONUS is won based only on the Player's hand, so as long as the Player plays after the deal it will be paid regardless of the dealer's hand.

Hand Ranking

An easy to follow guide to all the Texas Hold'em hands, ranked from the top hand a 'Royal Flush' all the way down to the lowest a 'High Card'.

Royal Flush

The ultimate poker hand, the Ace, King, Queen, Jack and Ten of any one suit.

Straight Flush

A straight in one suit, i.e. five cards of the same suit in ascending order.

Four of a Kind

Four cards of the same value.

Full House

Three of a kind and a pair. The strength of the hand is determined by the value of the three of a kind.

Flush

Five cards of the same suit.

Straight

Five cards of assorted suits in ascending order.

Three of a Kind

Three cards having the same face value.

Two Pair

Two sets of pairs.

One Pair

One pair of cards.

High Card

Highest card wins the hand in the event of none of the above hands being present.

31.5 Live Blackjack

Game rules

This Blackjack is played using eight decks of cards and with seven main players seated at the table (and with an unlimited number of Bet Behind players, if the feature is enabled) .

The object of Blackjack is for the total of Player's cards to be closer to 21 than the dealer's cards, without exceeding 21. In Blackjack, Aces count as either 1 or 11, face cards as 10, and number cards at their face value. Blackjack beats a score of 21.

If the Player receives an Ace and a ten-value card as his/hers first two cards, the Player has Blackjack and wins 1.5 times of the bet (if the bet was 10, the Player receives 25). If the total value of Player's cards is closer to 21 than the dealer's, the Player wins his/hers bet amount (if the bet was 10, the Player receives 20). If the total of Player's cards is more than 21, the Player is bust and loses his/hers bet. If the Player and the dealer have the same card total (17 and up) neither win, nor the Player's bet is returned to him/her in a push.

In case a game round ends with a Blackjack or bust result for all Players on the table, the dealer will not open a hidden card at the end of a round.

The dealer draws cards until 16 and always stands on 17 (including soft 17).

Split

If the Player's first two cards have the same value, the Player may split them into two separate hands by placing a second bet equal to the original bet. The Player will then draw additional cards to each hand. Only 1 split action is allowed per seat. The Player may not Split a split hand.

The Player may draw as many cards as he/she likes on each split hand, but if two Aces are split, the Player receives only one additional card for each Ace. If the Player receives an Ace and a ten-value card in a split hand, it is considered 21 and not Blackjack. In this case the payout is 1:1, not 3:2.

Double

If, after the Player is dealt first two cards, the Player thinks that the third card will allow him/her to beat the dealer's hand, the Player can double his/hers bet. The bet amount becomes twice the original (with the difference taken out of the Player's balance), and the Player is dealt one more card.

The Player may Double after splitting. If the Player Doubles and dealer's first card's value is 11 (Ace), and the dealer gets Blackjack, the Player loses both bets.

If dealer's first card's value is 10, and the dealer gets Blackjack, the Player's Double bet is returned to him/her.

Insurance

If the dealer shows an Ace in his initial hand, the Player is given a chance to insure his/hers bet against him/her having a Blackjack. If the Player gets Insurance, an amount equal to half of the Player's original bet is placed separately on the table. If the dealer does have Blackjack, you are paid 2 to 1 on the Player's insurance. This way the Player does not lose his/hers original bet (because the Player gets the 2x half his/hers original bet, plus the insurance amount back). If the dealer does not have Blackjack, the Player loses the insurance amount, even if you end up losing.

The Player can insure any Real Money bet, but not a Golden Chip bet. If the game supports Multi seat feature, insurance is applied on all the position that the Player has occupied, except for the position where the Player has used Golden Chips.

Insurance is offered after the Player has received his/hers second card and the dealer shows an Ace as their first card. However, the Player gets an action round directly after the insurance round and before the second card is dealt to the dealer. The Player should note that the Insurance bet will be resolved in the non-live version of the game, in case of disconnection in the middle of the game.

10 Card Charlie

It is theoretically possible for the Player to draw 10 cards without going bust. In this case the Player's hand automatically wins, except when the dealer has Blackjack.

31.6 French Roulette

La Partage rule

This game uses the La Partage rule. According to this rule, you lose only half of your even-money bets when the spinning result is zero (0). The rule applies only to Red/Black, Pair/Impair (Even/Odd), Manque (1-18) /Passe (19-36) bets.

Limits

Minimum and maximum position limits are applied to all tables, meaning that all Player's bets on available positions must be within the limits indicated under the Table Limits panel.

The Min and Max sign on the table indicate the limits for a Plein (Straight Up) bet. Some tables also have a minimum and maximum table limit, meaning that the sum of Player's bets must be within the limits. These limits are also shown on the Limits panel.

Bet types

There are many ways to place Roulette bets in Live Roulette. Each bet type covers a different set of numbers and has a different distribution. The payouts for all bets are listed in the Winnings Table below.

Roulette inside bets

These are the figures on the internal area of the Roulette table layout, where the Player bets on each specific number.

Roulette outside bets

These are the bet positions on the outside edge of the board, e.g. Even, Odd, Red, Black, etc.

Straight Up (Plein)

The Player can bet on any number, including zero (0), by placing his/hers chip on the centre of a number. The maximum bet for this wager is indicated under the Limits panel.

Split bet (Cheval)

The Player can bet on two numbers by placing a chip on the line that divides the two numbers. The maximum bet for this wager is the Straight Up bet maximum, multiplied by two.

Street bet (Transversale Pleine)

To bet on a row of three numbers (a street), place a chip on the boundary line of the Roulette table, at the end of the corresponding row. A bet on three numbers 0,1 and 2, or 0, 2 and 3 is a special Street bet. The maximum bet for this wager is the Straight Up bet maximum, multiplied by three.

Corner bet (Carré)

The Player can bet on four numbers by placing a chip at the corner where the four numbers meet. The maximum bet for this wager is the Straight Up bet maximum, multiplied by four.

Basket bet (Transversale de Quatre)

The Player can bet on the numbers 0, 1, 2, and 3 by placing his/hers chip on the boundary line, where the line between zero (0) and the first row intersects it. The maximum bet for this wager is the Straight Up bet maximum, multiplied by four.

Line bet (Transversale Simple)

The Player can bet on two streets (i.e., on six different numbers in two rows, three numbers in each row), by placing his/hers chip on the boundary line of the Roulette table where the line dividing the two rows intersects it. The maximum bet for this wager is the Straight Up bet maximum, multiplied by six.

Column bet (Colonne)

The Player can bet on all twelve numbers in a column by placing a bet in one of the three boxes marked as "2to1" in regular Roulette, or in any of the empty boxes on the French Roulette table. If any of the numbers in the selected column is hit, you get paid 2:1. Note that zero (0) is a losing number. This bet option has minimum and maximum limits that are not derived from the straight up bet and can be found under the Table Limits panel.

Dozen bet (Douzaine)

The Player can bet on a group of twelve numbers by placing a chip on the area marked as "1st 12", "2nd 12" and "3rd 12" in regular Roulette; and "D1 2", "M12" and "P1 2" in French Roulette. If one of the Player's 12 numbers is hit, you are paid 2:1. Note that zero (0) is a losing number. This bet option has minimum and maximum limits that are not derived from the Straight Up bet and can be found under the Table Limits panel.

Red/Black, Even/Odd (Pair/Impair), Low (Manque or 1-18)/ High (Passe or 19-36) and the La Partage rule

The Player can place a bet in one of the boxes along the long side of the table that covers half of the numbers on the Roulette table (excluding zero). Each box covers 18 numbers. You win even money (1 to 1) on all these bets. In regular Roulette, if the outcome is zero (0), Player loses their bet; in French Roulette they get half their bet back (see the La Partage rule). This bet option has minimum and maximum limits that are not derived from the straight up bet and can be found in the Limits panel.

Special bets

Following bets can be placed using the Racetrack, My Bets and Special bets panels.

Straight Up bets

Place Straight Up bets on all the numbers belonging to a specific bet type.

Complete bets

This is a bet on all the different inside bets that have been made on a specific number.

Half-complete bets

This is a bet that covers the same positions as complete bets but excludes Street and Line bets.

Voisins du Zéro

A bet on the neighbours of zero (0) on the Roulette wheel that covers every number on the wheel between 22 and 25, covering nearly half of the wheel, along with the zero (0).

The Voisins du Zéro bet places nine chips on the board: two chips on the triplet 0/2/3, two chips as Corner bet on 25/26/28/29 and one chip each as Split bet on 4/7, 1 2/1 5, 1 8/21, 1 9/22 and 32/35. The total of the Voisins du Zéro bet is 9x the selected chip value.

The payout is as follows:

If the winning number is 4, 7, 12, 15, 18, 19, 21, 22, 32 or 35, the player will be paid 17 chips (17:1) + 1 chip and the Player's true profit will be $17 + 1 - 9 = 9$ chips.

If the winning number is 0, 2 or 3, the Player will be paid 22 chips (11:1) + 2 chips and the Player's true profit will be $22 + 2 - 9 = 15$ chips.

If the winning number is 25, 26, 28 or 29, the Player will be paid 16 chips (8:1) + 2 chips and the Player's true profit will be $16 + 2 - 9 = 9$ chips.

Tiers du Cylindre

Tiers du Cylindre or Tiers means "one third of the wheel", since this is as close to 1/3 of the wheel as one can get. This bet covers the twelve numbers which lie on the opposite side of the wheel between 27 and 33, together with 27 and 33 themselves. The series is 27, 13, 36, 1, 30, 8, 23, 10, 5, 24, 16, 33 (on a single zero wheel).

The bet pieces six chips, where one chip is placed on each of the following splits: 5/8; 10/11; 13/16; 23/24; 27/30; 33/36.

Orphelins (Orphans)

These numbers make up the two slices of the wheel outside the Tiers end Voisins. They contain a total of eight numbers, comprising 17, 34, 6 and 1, 20, 14, 31, 9.

- Orphelins en Plein : Places one Straight Up bet on each orphan's position.

- Orphelins a Cheval : One chip is placed on number 1, and one chip on each of the splits: 6/9; 14/17; 17/20 and 31/34.

The payout is as follows:

The player will be paid 35 chips (35:1) + 1 chip and the player's true profit will be $35 + 1 - 5 = 31$ chips.

If the winning number is 6, 9, 14, 20, 31 or 34, the player will be paid 17 chips (17:1) + 1 chip and the player's true profit will be $17 + 1 - 5 = 13$ chips.

If the winning number is 17, the player will be paid 34 chips (17:1) + 2 chips and the player's true profit will be $34 + 2 - 5 = 31$ chips.

Jeu 0 - Zéro

Jeu 0 (Jeu Zéro) is a smaller version of the Voisins du Zéro bet. It covers the number in between (and containing) 12 and 15 on a Roulette wheel. One chip is placed on number 26 and one chip on each of the splits: 0/3; 1 2/1 5; 32/35.

Jeu7/9

This bet covers all numbers ending in 7, 8, or 9. One chip is placed on 19 and 27 as Straight Up bets and one chip on each of the splits: 7/8; 8/9; 17/1 8; 28/29.

Finales en Plein

This is a bet on all the numbers on the Roulette wheel that have the same last digit, e.g.: "Final 5" means a bet on the numbers 5, 15, 25, 35.

This bet places four chips when 0, 1, 2, 3, 4, 5 or 6 is selected as the last digit - one chip on each number as a Straight Up bet. If the spin result is one of these numbers, the payout is the regular Straight Up bet win on that number. Thus, your profit is $35+1-4$ chips = 32 chips.

However, the bet places three chips when 7, 8 or 9 is selected as the last digit - one chip on each number as a Straight Up bet. Thus, Player's profit in this case is $35 + 1 - 3 = 33$ chips.

Although the payout ratios are fixed, the return depends on the number of chips involved in the bet. For example: in case of the Neighbours bet, the winning number always pays 35 to 1. If, for example, the bet is placed on five consecutive numbers 11-30-8-23-10, it involves five chips. If one of the numbers is hit, the return is $35+1-5=31$ chips.

MAXIMUM WINNING LIMITS

Article 32

32.1 The maximum winnings in any 24 hour period for each sport are detailed below and are exclusive of stake. The maximum winnings are quoted in RSD as a base currency in order to ensure consistency across the world but currency equivalents apply for actual payouts.

32.2 Where a multiple bet has been placed which involves events with different maximum winnings limits then the lowest limit will apply. All maximum winnings limits apply to any one customer, or group of customers acting together, who have placed bets containing the same selections, including where placed in a series of bets, at a range of prices, over a number of days using different betting accounts and/or across different betting channels. Should we have reason to believe that a number of bets have been placed this way, the total payment of all those bets combined will be limited to one single maximum winnings payout.

32.3 The amounts of maximum winnings are as follows:

Soccer

300,000,000 RSD for all Men's full International matches and the following competitions - English Premier League, Championship, League 1, League 2, FA Cup, Spanish La Liga, Italian Serie A, German Bundesliga I, French Ligue 1, UEFA Champions League and UEFA Europa League.

75,000,000 RSD for the following competitions - Australian A-League, Scottish Premiership, English National League, Norwegian Tippeligaen, Portuguese Primeira Liga, Swedish Allsvenskan, English League Cup and USA MLS.

37,500,000 RSD for the following competitions - Spanish Segunda, Italian Serie B, German Bundesliga II, French Ligue 2, Danish Superliga, Dutch Eredivisie, Finnish Veikkausliiga, Japanese J-League, Norwegian First Division, Swedish Superettan, Argentinian Liga Profesional, Brazilian Serie A and Mexican Liga MX.

15,000,000 RSD for the following competitions - Austrian Bundesliga, Belgian First Division A, Danish Division 1, Scottish Championship, Scottish League One, Scottish League Two, Swiss Super League, Greek Super League and Turkish Super League.

7,500,000 RSD for all other soccer competitions and for qualifying rounds for all competitions including UEFA Champions League qualifying rounds, Europa League qualifying rounds and FA Cup qualifying rounds (does not apply to Men's full Internationals qualifying rounds).

3,750,000 RSD for the following markets - Manager Markets, Player to Make Squad, Player to Start Match, Player to be Booked/Sent Off, Player of the Tournament and Transfer Specials.

Futsal, Beach Soccer and Indoor Soccer are excluded from these limits.

Horse Racing - UK and ROW

150,000,000 RSD where all the selections are for Horse Racing in the UK and Ireland when an Industry SP is declared.

37,500,000 RSD where all the selections are for overseas racing, when an Industry SP is declared.

15,000,000 RSD for all other UK and Ireland Horse Racing, where any of the selections do not have an Industry SP declared.

15,000,000 RSD for all other overseas Horse Racing.

15,000,000 RSD for all other Horse Racing meetings displayed on our site with no Industry SP declared.

15,000,000 RSD for the following markets; Cover Bet(s), To Be Placed, Not to Be Placed, Betting Without Favourite(s), Not To Win, Jollies And Rags, Match Bets and Each Way Extra.

Notwithstanding any of the above, bet365 reserves the right to void any or all wagers where bet365 reasonably suspects that they have been made by any individual or group of individuals acting together in an attempt to manipulate tote-based dividends or official starting prices.

Horse Racing - Australia

The following applies to all racing covered by a TAB.

Metropolitan Racing

150,000,000 RSD for all Win and Place.

37,500,000 RSD for all Exotic bets.

Non-Metropolitan

52,500,000 RSD for all Win and Place.

15,000,000 RSD for all Exotics bets.

Notwithstanding any of the above, bet365 reserves the right to void any or all wagers where bet365 reasonably suspects that they have been made by any individual or group of individuals acting together in an attempt to manipulate tote-based dividends or official starting prices.

Horse Racing - New Zealand

The following applies to all racing covered by a TAB.

15,000,000 RSD for all Win and Place.

3,000,000 RSD for all Exotics bets.

Notwithstanding any of the above, bet365 reserves the right to void any or all wagers where bet365 reasonably suspects that they have been made by any individual or group of individuals acting together in an attempt to manipulate tote-based dividends or official starting prices.

Greyhounds - UK and ROW

150,000,000 RSD for Race Winner Singles, Forecast Singles, Tricast Singles, and Ante-Post Race Winner Singles; at all BAGS, BEGS, SIS and RPGTV meetings and those covered Live on Sky Sports (excluding Irish tracks which would be subject to €100,000).

15,000,000 RSD for all Multiple bets that include any Race Winner (including Ante-Post), Forecast or Tricast selections; at all BAGS, BEGS, SIS and RPGTV meetings and those covered Live on Sky Sports (excluding Irish tracks which would be subject to €25,000).

3,750,000 RSD for all markets on non BAGS, BEGS, SIS and RPGTV meetings at Crayford, Doncaster, Henlow, Hove, Kinsley, Monmore, Newcastle, Nottingham, Peterborough, Poole, Romford, Sheffield, Sunderland, Swindon and Yarmouth.

3,750,000 RSD for all other meetings that are published on the bet365 website (except exceptions stated below).

15,000,000 RSD for all markets on non BAGS, BEGS, SIS and RPGTV meetings at Belle Vue, Central Park, Harlow, Perry Barr, Towcester and any meetings from USA and the Americas.

15,000,000 RSD for all other Greyhound Racing markets not specified above.

Notwithstanding any of the above, bet365 reserves the right to void any or all wagers where bet365 reasonably suspects that they have been made by any individual or group of individuals acting together in an attempt to manipulate tote-based dividends or official starting prices.

Greyhounds - Australia and New Zealand

The following applies to all racing covered by a TAB.

15,000,000 RSD for all Win and Place.

3,000,000 RSD for all Exotics bets.

Notwithstanding any of the above, bet365 reserves the right to void any or all wagers where bet365 reasonably suspects that they have been made by any individual or group of individuals acting together in an attempt to manipulate tote-based dividends or official starting prices.

Boxing

37,500,000 RSD for all markets.

MMA

15,000,000 RSD for all UFC events and markets.

3,750,000 RSD for all other MMA events and markets.

Cricket

37,500,000 RSD for all markets.

Golf

75,000,000 RSD for all markets.

Rugby Union

75,000,000 RSD for Internationals, World Cup, Six Nations, Four Nations, Premiership, Rugby, European Rugby Champions Cup and Super Rugby Outrights and Game Betting markets (2 and 3 way) (excludes Alternatives). Game Betting markets being:-

Match Handicap, Match Total and Match Result/Winner.

15,000,000 RSD for all other Rugby Union markets/Competitions not listed.

Rugby League

75,000,000 RSD for Super League, NRL, International and World Cup. Outrights and Game Betting markets (2 and 3 way) (excludes Alternatives). Game Betting markets being:

Match Handicap, Match Total and Match Result/Winner.

15,000,000 RSD for all other Rugby League markets/Competitions not listed.

Australian Rules

37,500,000 RSD for AFL. Outrights and Game Lines (excludes Alternatives). Game Lines being:

Match Handicap, Match Total and Match Winner.

3,750,000 RSD for all other Australian Rules markets/Competitions not listed above.

Motor Sports

37,500,000 RSD for Formula 1 Driver, Constructor Championship winners, and individual Grand

Prix race winners.

15,000,000 RSD for all other Motor Sports and markets not listed.

American Football

NFL

75,000,000 RSD for all NFL Money Line, Spreads, Totals and Superbowl Outright.

7,500,000 RSD for all other NFL markets not listed.

NCAAF

15,000,000 RSD for all NCAAF Outrights and Game Lines (2 and 3 way) (excludes Alternatives).
Game Lines being:

Point Spread, Game Total and Money Line.

3,750,000 RSD for all other NCAAF markets not listed.

CFL

15,000,000 RSD for all CFL Game Lines (2 and 3 way) (excludes Alternatives). Game Lines being:

Point Spread, Game Total and Money Line.

3,750,000 RSD for all other CFL markets not listed.

Other Leagues

7,500,000 RSD for all competition Game Lines (2 and 3 way) (excludes Alternatives) not listed above. Game Lines being:

Point Spread, Game Total and Money Line.

3,750,000 RSD for all other American Football markets not listed above.

Tennis

75,000,000 RSD for Outright Tournament Winner, and All Singles Main Draw Match Winner markets from the following events: Men's Grand Slam Tournaments, ATP World Tour and Davis Cup World Group (inc. World Group Playoff).

37,500,000 RSD for Outright Tournament Winner, and All Singles Main Draw Match Winner markets from the following events: Women's Grand Slam Tournaments, WTA Tour and World Group 1 (inc. World Group 1 Playoff).

3,750,000 RSD for all other Tennis markets/Tournaments not listed above (this includes all ITF, ATP Challenger, WTA 125k, Padel Tennis, all ATP/WTA/Grand Slam/Davis Cup/Fed Cup Doubles and all Qualifying events).

Baseball

MLB

75,000,000 RSD for all MLB Outrights and Game Lines (2 and 3 way) (excludes Alternatives).
Game Lines being:

Run Line, Game Total, Money Line.

7,500,000 RSD for all other MLB markets not listed.

Other Leagues

7,500,000 RSD for all other Baseball competition Game Lines (2 and 3 way) (excludes Alternatives). Game Lines being:

Run Line, Game Total and Money Line.

1,500,000 RSD for all other Baseball competition markets.

Ice Hockey

NHL

75,000,000 RSD for all NHL Outrights and Game Lines (2 and 3 way) (excludes Alternatives).
Game Lines being:

Puck Line, Game Total, Money Line.

7,500,000 RSD for all other NHL markets not listed.

15,000,000 RSD for Finland SM Liga, KHL, Swedish Hockey League, World Championships (Men) and Olympic Games (Men) Outrights and Game Lines (2 and 3 way) (excludes Alternatives). Game Lines being:

Game Total, Money Line.

Other

3,750,000 RSD for all other Ice Hockey markets/Leagues/Tournaments not listed above.

Basketball

NBA

75,000,000 RSD for all NBA Championship Outrights and Game Lines (2 and 3 way) (excludes Alternatives). Game Lines being:

Point Spread, Game Total, Money Line.

7,500,000 RSD for all other NBA markets not listed.

NCAAB

15,000,000 RSD for all NCAAB Championship Outrights and Game Lines (2 and 3 way) (excludes Alternatives). Game Lines being:

Point Spread, Game Total, Money Line.

3,750,000 RSD for all other NCAAB markets not listed.

EuroLeague/Spain ACB

15,000,000 RSD for all EuroLeague/Spain ACB Outrights and Game Lines (2 and 3 way) (excludes Alternatives). Game Lines being:

Point Spread, Game Total, Money Line.

Other

3,750,000 RSD for all other Basketball markets/Competitions not listed above.

Darts

37,500,000 RSD for all BDO, PDC and Premier League Match Winner and Outright Tournament markets.

3,750,000 RSD for all other Darts markets/Tournaments not listed above.

Snooker

37,500,000 RSD Match Winner/Outright markets for all Premier League and World Ranking Tournament Matches.

3,750,000 RSD for all other Snooker markets/Tournaments not listed.

Bowls

15,000,000 RSD for all Match Winner and Tournament Outright Bowls markets.

3,750,000 RSD for all other Bowls markets not listed.

Handball

15,000,000 RSD for Champions League (Men and Women), Denmark Ligaen (Men and Women), Spain Liga Asobal (Men), Euro Champs (Men and Women), World Champs (Men and Women) and Olympic Games (Men and Women) Outrights and Game Lines (2 and 3 way) (excludes Alternatives). Game Lines being:

Match Handicap, Match Total, Match Result/Winner.

3,750,000 RSD for all other Handball markets/Leagues/Tournaments not listed.

Cycling

15,000,000 RSD for all markets.

Trotting

Notwithstanding any of the below, bet365 reserves the right to void any or all wagers where bet365 reasonably suspects that they have been made by any individual or group of individuals acting together in an attempt to manipulate tote-based dividends or official starting prices.

Australia, New Zealand and Asia

The following applies to all racing covered by a TAB.

15,000,000 RSD for all Win and Place.

3,000,000 RSD for all Exotics bets.

Rest of the World

15,000,000 RSD for All Markets.

Volleyball

15,000,000 RSD for Olympic Games (Men and Women), World Championships (Men and Women), World Cup (Men and Women) and Nations League (Men and Women) Outrights and Match Winner market.

3,750,000 RSD for all other Volleyball markets/Leagues/Tournaments not listed.

Virtual Sports

150,000,000 RSD for all markets.

Esports

3,750,000 RSD for all markets.

Non-Sport, Specials and Novelty Bets

3,750,000 RSD for all non-sports bets and speciality bets (e.g. next manager of a soccer team, Big Brother winner etc).

All Other Sports Max payout 3,750,000 RSD (includes Beach Soccer/Indoor Soccer/Futsal/Beach Volleyball/Table Tennis/Kabaddi/Drone Racing and any electronic sports version of a specific sport).

THE MANNER OF INFORMING THE PLAYERS IN THE GAME ABOUT THE RULES OF THE GAME

Article 33

33.1 In the event that the Organizer needs to notify or contact the Player, it will do so using the Player's contact information specified in his/her Player Account or by highlighting the notification on the website of the Organizer and/or the Organizer's mobile application. If the Player wants to contact the Organizer, he/she can always do so through the website of the Organizer or by contacting customer service.

33.2 The Organizer reserves the right, at its sole discretion, at any time, without prior notice to the Player, to add, remove, modify or supplement any feature or product on the website of the Organizer or the Organizer's mobile application.

33.3 The Organizer reserves the right to contact the Player directly whenever necessary.

33.4 The Player can at any time find all relevant notices related to these Rules as well as the content of these Rules on the website of the Organizer.

Acceptance of the Rules

Article 34

34.1 The Player is deemed to have accepted these Rules by registering his/her Player Account.

34.2 The Organizer reserves the right to amend and/or supplement these Rules for a number of reasons, including, among others, harmonization with the applicable laws and bylaws of the Republic of Serbia, reflecting changes related to the services provided by the Organizer, for security reasons or due to the need to reflect other changes in the business practices or activities of the Organizer.

34.3 The amended and/or supplemented Rules described in Article 34.2 will enter into force

upon approval by the Minister of Finance of the Republic of Serbia or other competent body and will be applied after publication on the website of the Organizer.

34.4 The Player will be notified in a timely manner of any material changes before such changes become effective, either through a notification within the Player's Player Account, the Organizer's mobile application, the website of the Organizer or through the e-mail provided by the Player when registering his/her Player Account. The Player must confirm that he/she agrees with the resulting material changes before he/she can continue to participate in special games of chance through means of electronic communication arranged by the Organizer.

34.5 If the Player does not agree with any changes to these Rules, he/she agrees to immediately stop using the Organizer's services and close his/her Player Account.

FINAL PROVISIONS

Other important legal terms

Article 35

35.1 If the Player breaches these Rules and the Organizer takes no action against the Player, the Organizer shall still be entitled to use its rights and remedies in any other situation where the Player breaches these Rules.

35.2 The rights and remedies provided by these Rules are cumulative and (unless otherwise provided in these Rules) do not exclude any other rights or remedies available to the Organizer.

35.3 If any provision of these Rules is found by any court or body of competent jurisdiction to be invalid or unenforceable, the other provisions shall continue to apply.

35.4 These Rules, and the Player's Player Account, are personal to the Player. The Player may not transfer his/her rights or obligations under these Rules, or the Player Account, to anyone else.

35.5 If the Organizer needs to notify or contact the Player under the Rules, the Organizer will do so using the contact details registered to the Player's Player Account or via notification on Website of the Organizer, mobile application of the Organizer and/or or other parts of the services offered by the Organizer. If the Player wants to contact the Organizer, he/she can do so via the website of the Organizer.

Complaints and disputes

Article 36

36.1 The provisions of the Law on Contracts and Torts, the Law on Games of Chance, bylaws adopted on the basis of that law and other positive legal regulations of the Republic of Serbia shall apply to all aspects of organizing special games of chance through means of electronic communication that are not regulated by these Rules.

36.2 Should there be any claim or dispute arising from a Transaction or otherwise in connection with the services offered by the Organizer, the Player may choose to utilise the Organizer's internal complaints procedure. The Player can obtain further information regarding the Organizer's complaint's procedure published on the Website of the Organizer.

36.3 If the Player does not wish to follow the Organizer's internal complaints procedure, or if a dispute cannot be settled following completion of the Organizer's complaints procedure, the Player may refer the complaint to the competent court in Belgrade in accordance with Article 36.4.

36.4 For all disputes which may arise out of or in connection with these Rules, the competent court in Belgrade will have exclusive jurisdiction.

Entry into force of the Rules

Article 37

37.1 These Rules, as well as all future amendments, will enter into force after receiving the consent of the Minister of Finance or other competent body, and are applied after their publication on the website of the Organizer. Exceptionally, parts of these Rules that in any way regulate Live Games will be applied only after the Law on Amendments to the Law on Games of Chance ("Official Gazette of RS", No. 94/2024) becomes enforceable.